

FIG. 1

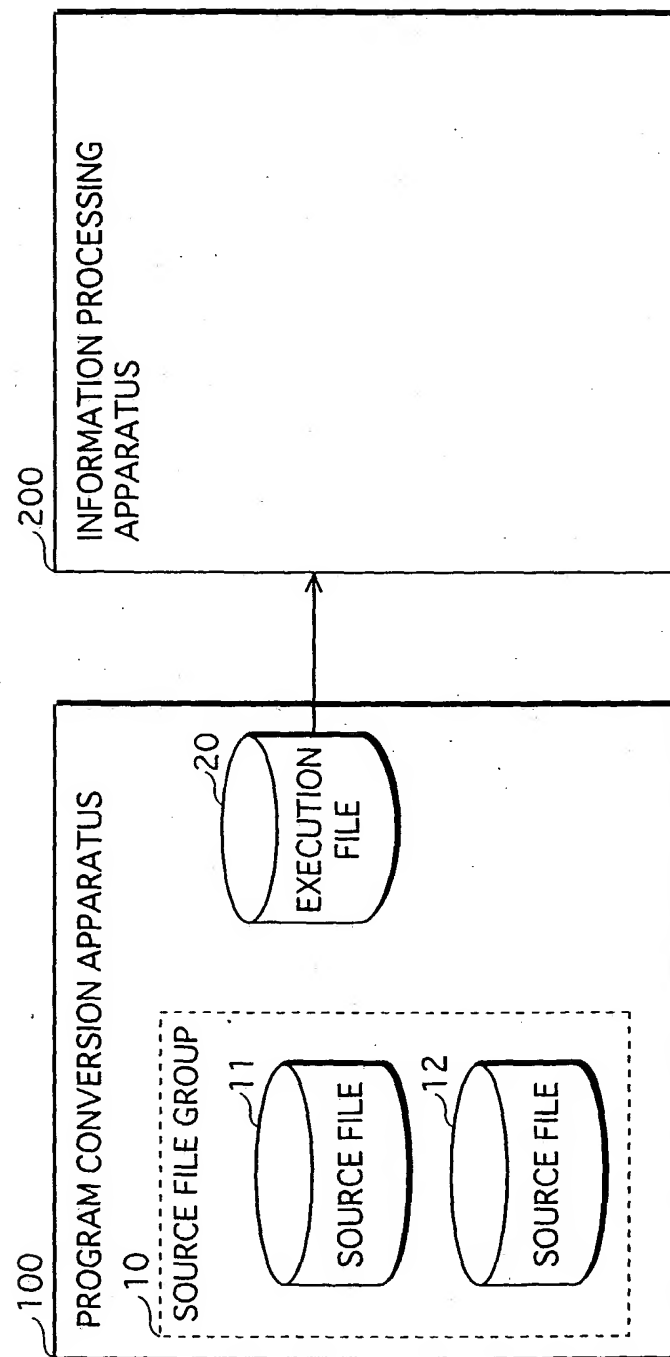


FIG.2

```
11a ~~~~~ main()
      {
        func_a();
        func_b();
        func_e();
      }

11b ~~~~~ func_a()
      {
        func_c();
      }

11c ~~~~~ func_b()
      {
        if(X){
          func_c();
        }else{
          func_d();
        }
      }

11d ~~~~~ func_d()
      {
        |
        asm("load r0,(4,sp)");
        asm("and r0,0xf0");
        asm("store (4,sp),r0");
        |
      }

11e ~~~~~ func_e()
      {
11f ~~~~~ #STACK_COMPRESS
      }

11g ~~~~~ func_f()
      {
        |
      }
```

FIG.3

12a — func_c()
{
 func_f();
}

FIG. 4

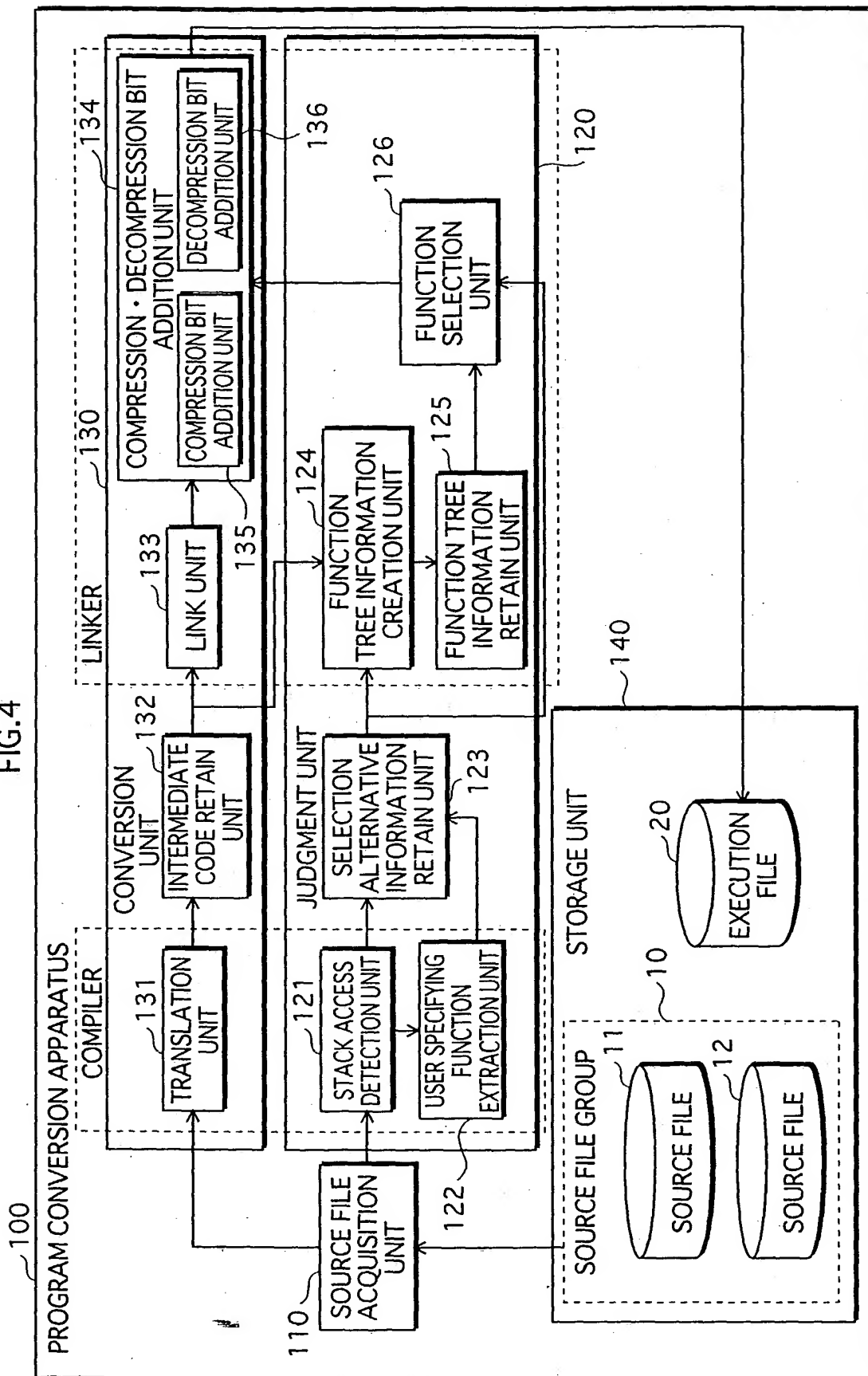


FIG.5

123a	123b	123c
FUNCTION NAME		FUNCTION EVALUATION VALUE
func_a		1
func_b		1
func_c		1
func_d		0
func_e		2
func_f		1

FIG.6

	HIGHER ORDER ←	→ LOWER ORDER	TREE NUMBER
main	func_a — func_c — func_f		1
	func_b — func_c — func_f		2
	func_d		3
	func_e		4

FIG.7

125a	125b	125c
TREE NUMBER		TREE EVALUATION VALUE
1		1 (=1×1×1)
2		1 (=1×1×1)
3		0 (=1×0)
4		2 (=2)

FIG.8

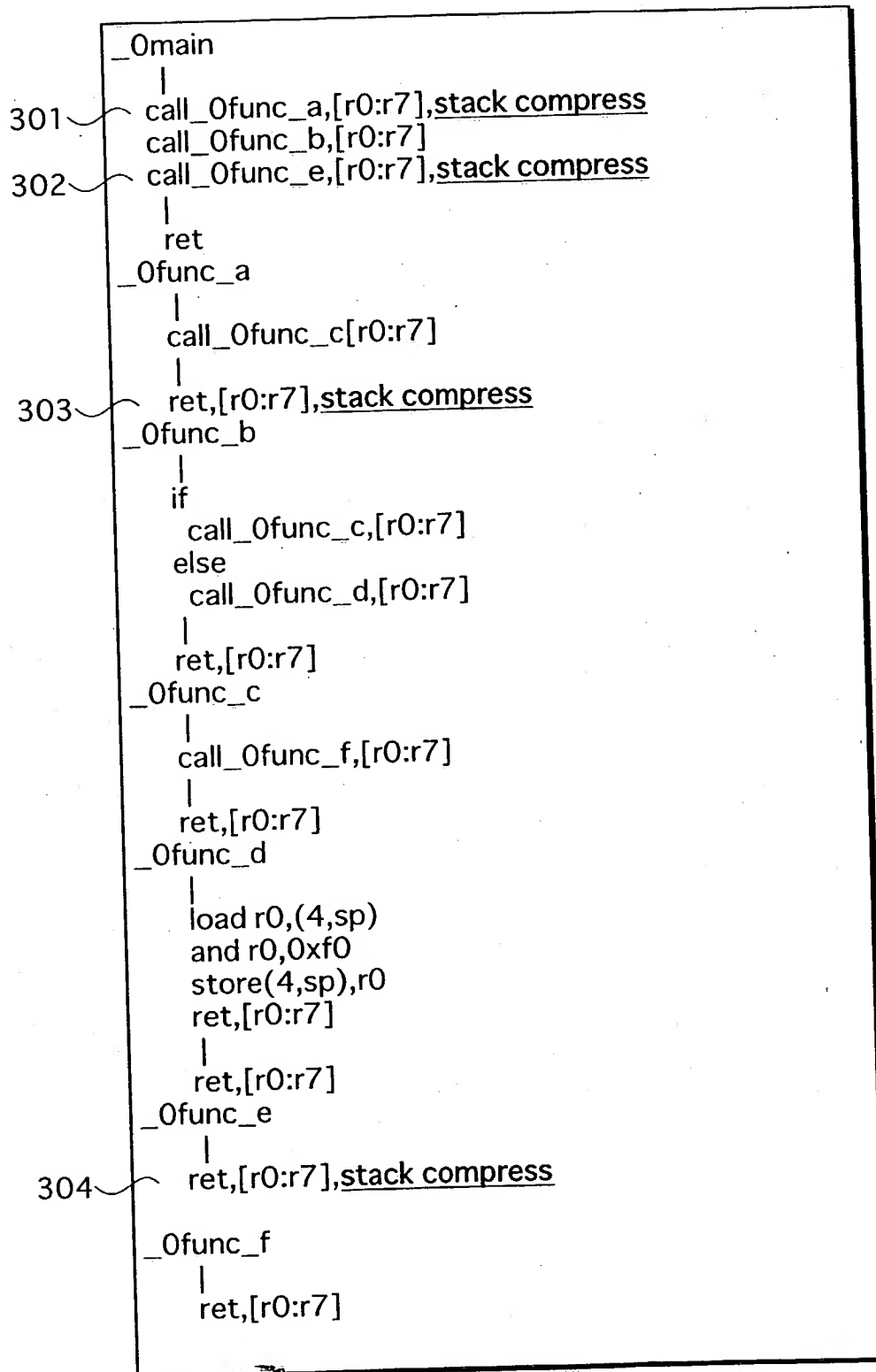


FIG.9

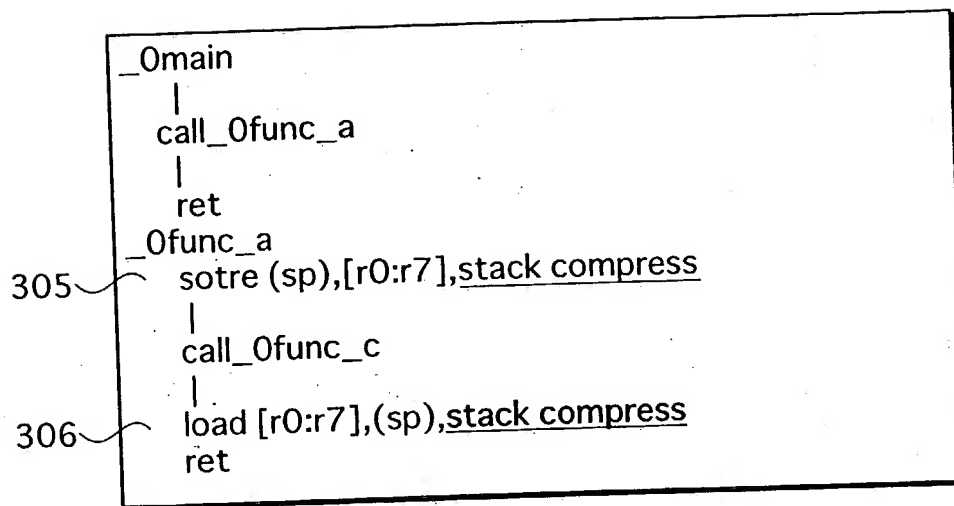


FIG.10

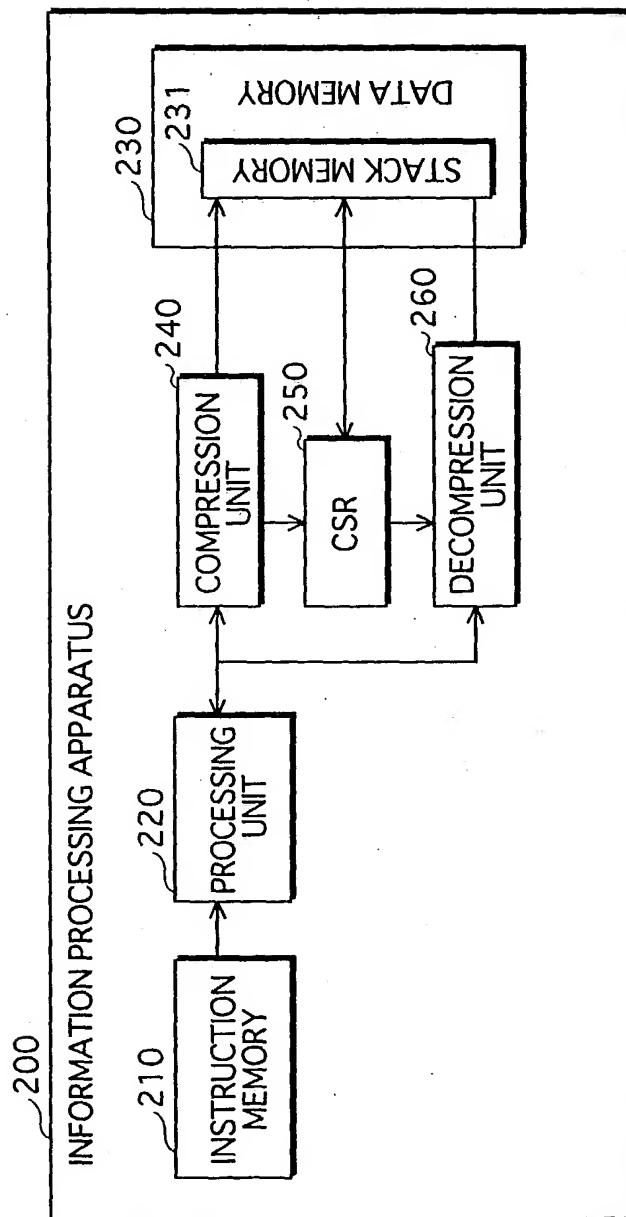


FIG.11

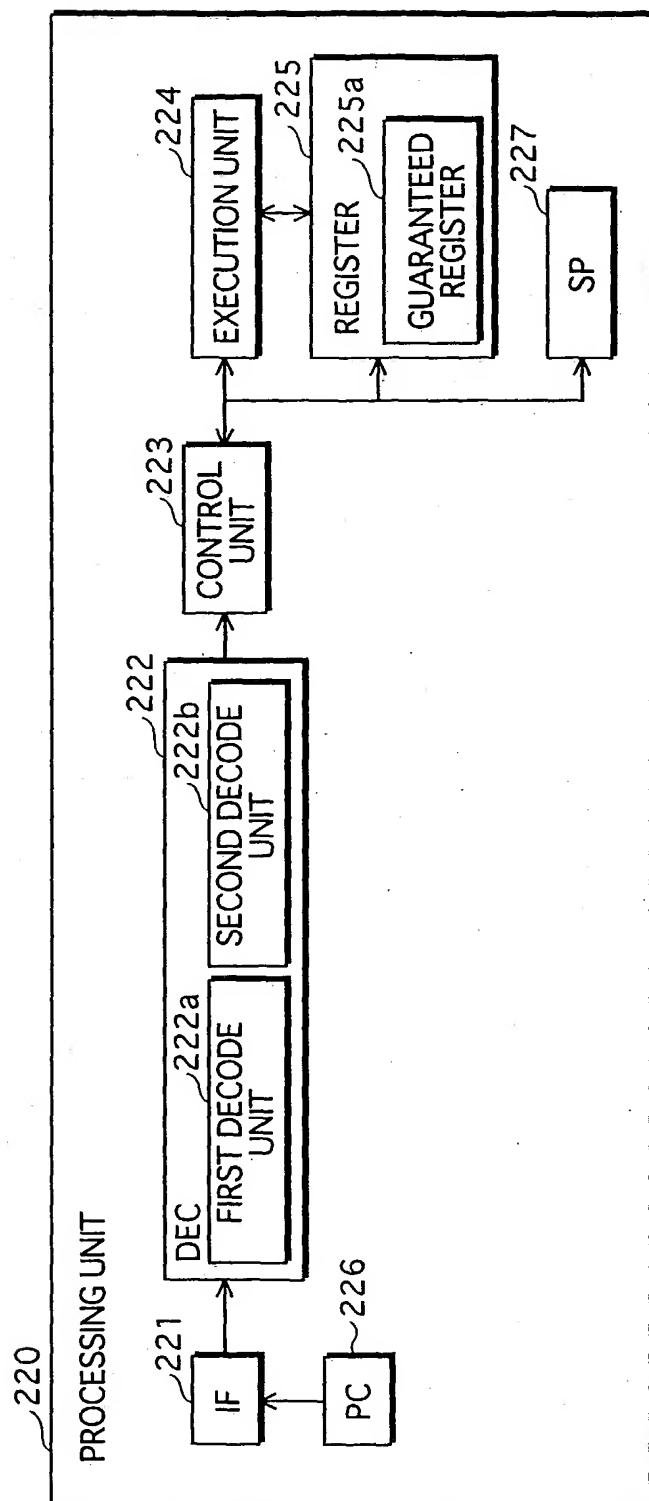


FIG.12

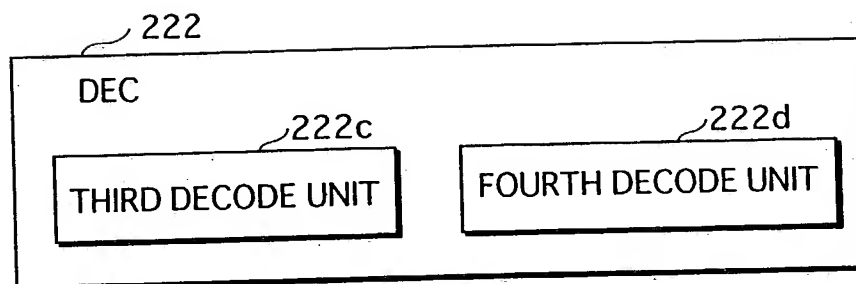


FIG.13

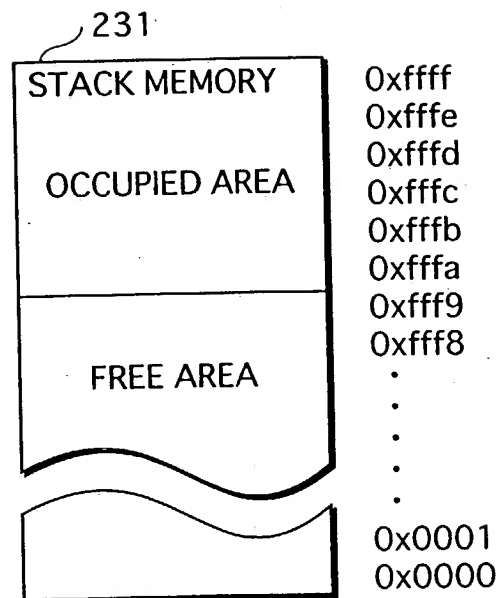


FIG.14

PC
r0:0x80000110
r1:0x00000000
r2:0x0000FFFF
r3:0x00000000
r4:0x80000010
r5:0x80000014
r6:0x50000010
r7:0x50000000

FIG. 15

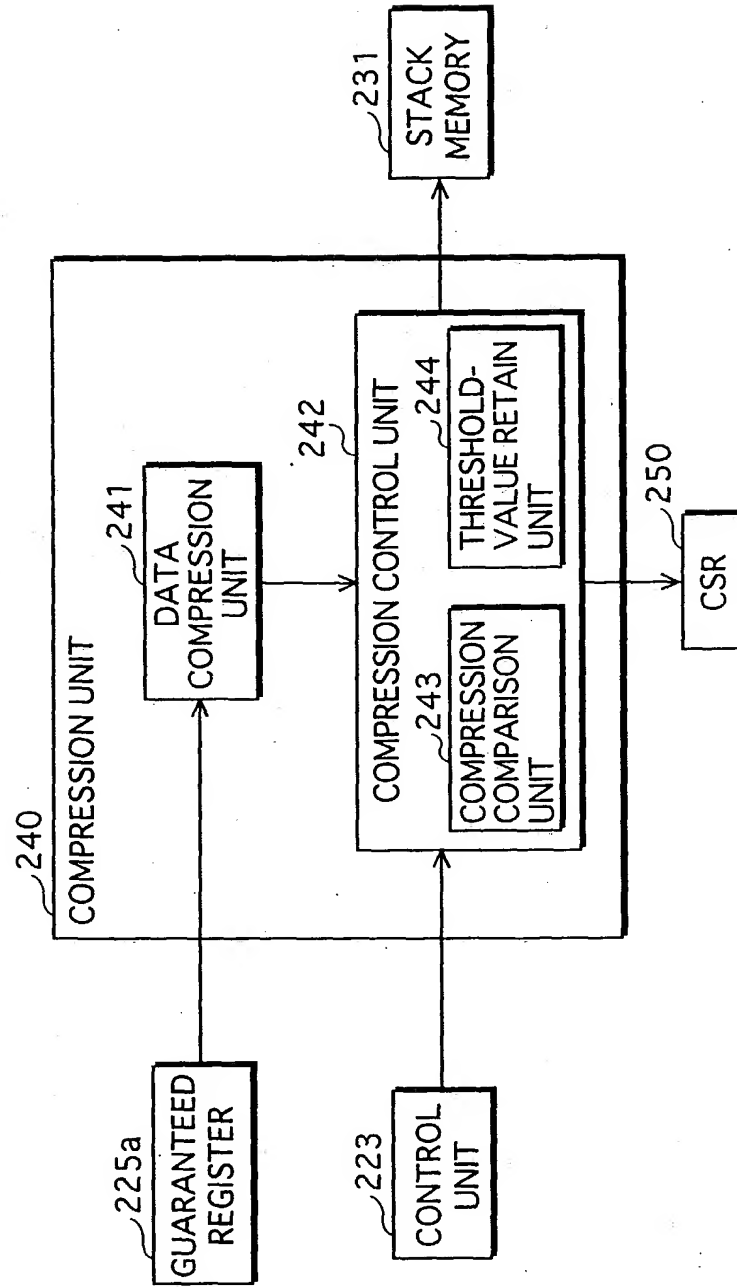


FIG.16

VALUE	HUFFMAN-CODE
0x4	0b00000
0x5	0b00001
0x8	0b0001
0xf	0b001
0x1	0b01
0x0	0b1

FIG.17

PC
0x1F5FFF92
0x4FF8F08F
0x0007EC3F
0111
CSR

FIG.18

[31] · · · [8][7][6][5][4][3][2][1][0] 250
0 · · · 0 1 1 0 0 0 1 0 1

FIG.19

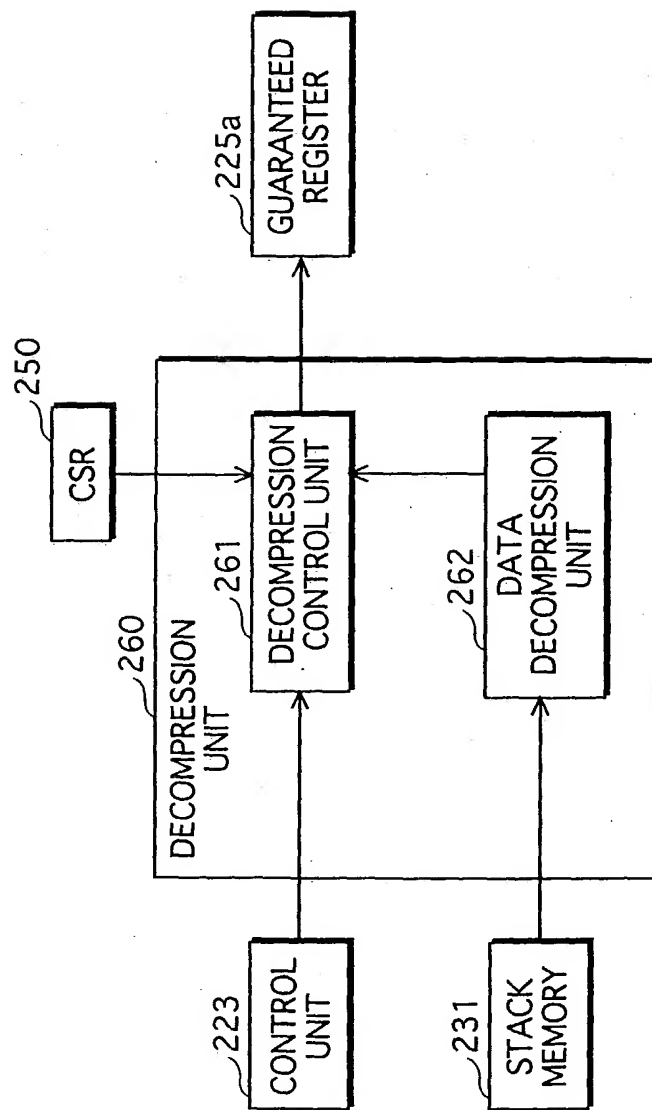


FIG.20

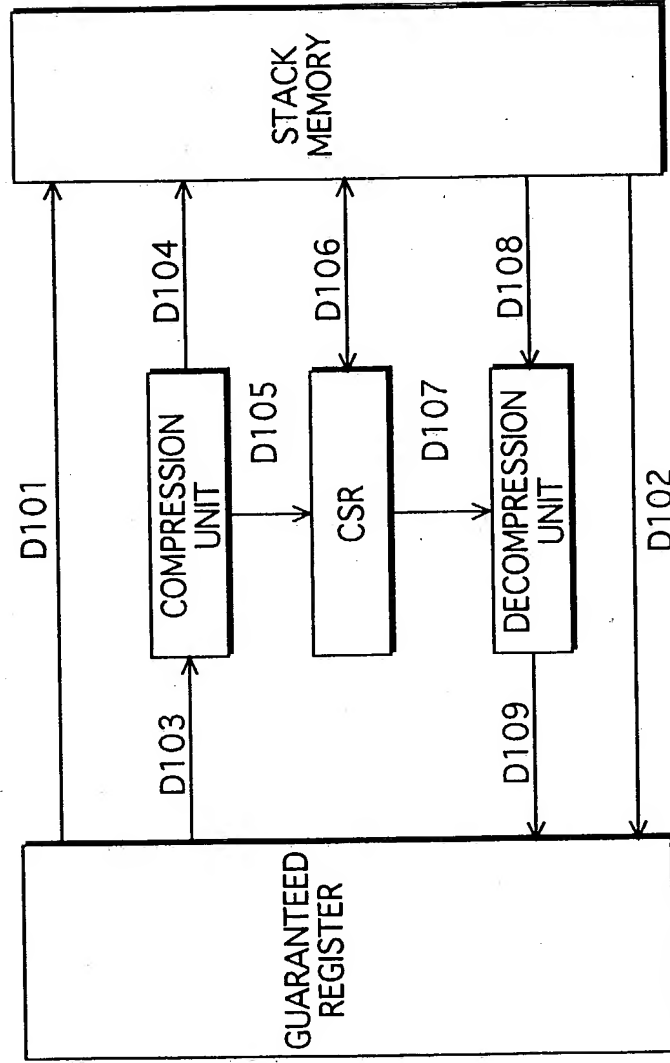


FIG.21

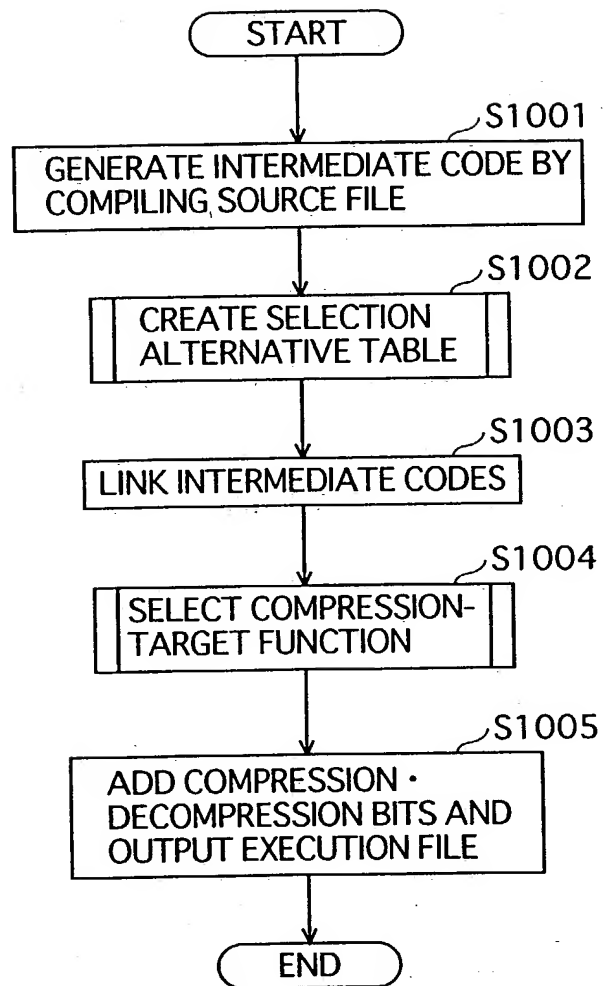


FIG.22

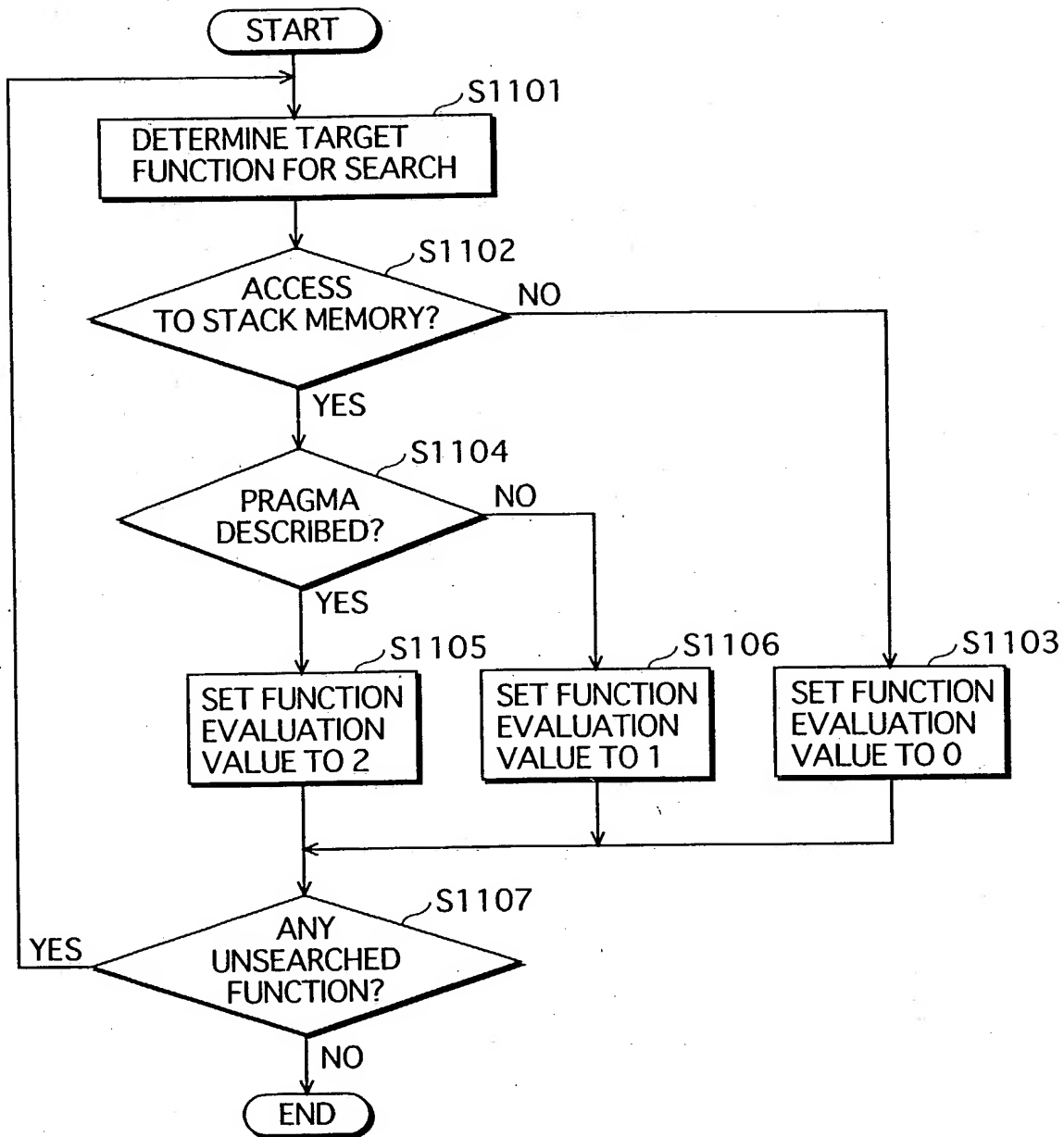


FIG.23

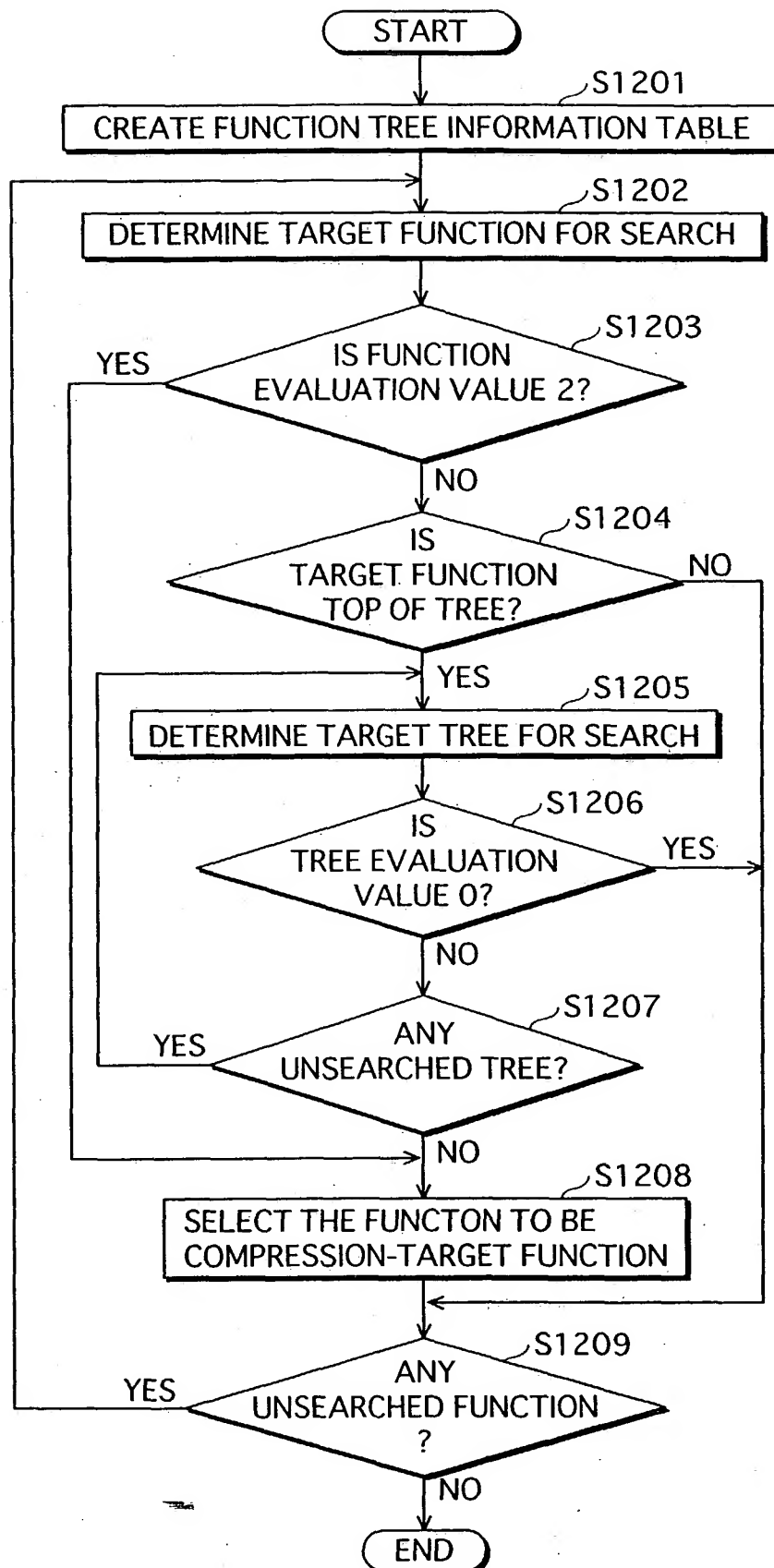


FIG.24

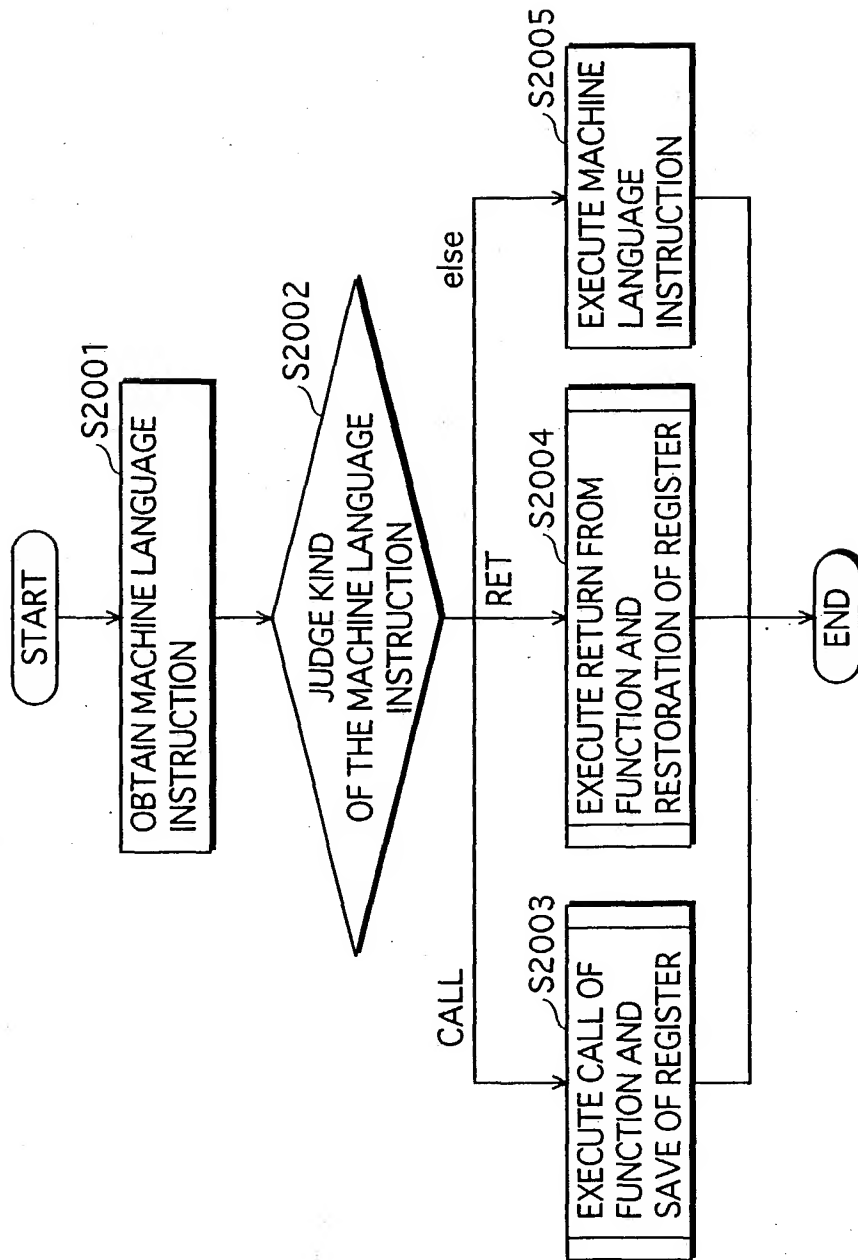


FIG.25

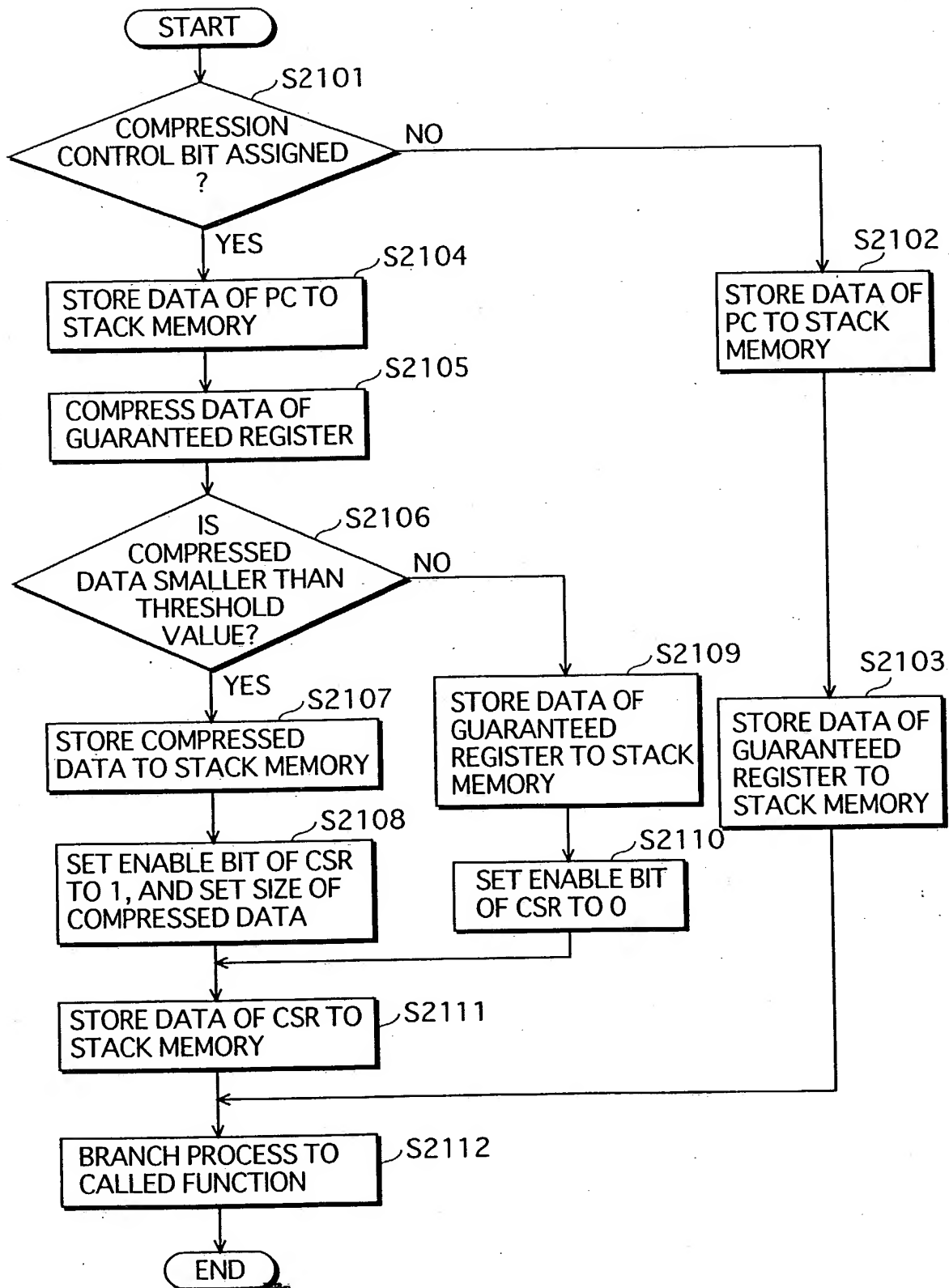


FIG.26

